CLAIMS

1 A gaming system for use with games of chance, the gaming system comprising:

5 a communication network, said communication network being enabled to facilitate communication between devices in communication with said network;

an exchange terminal in communication with said communication network, said exchange terminal including a voucher printer configured to issue a voucher, said voucher including indicia corresponding to a transaction identification, said

10 transaction identification generated by said exchange terminal where said exchange terminal is further configured to send said transaction identification and at least an associated value to a server in operable communication with said communication network;

a plurality of player terminals in communication with said communication

15 network, each player terminal comprising a voucher reader configured to read indicia on a voucher, a game interface configurable to allow a player to play at least one game whose outcome is determined at least partially by chance, and where each player terminal is further configured to extract a transaction identification from said indicia read from said voucher, and to receive a value

20 associated with said transaction identifier from said server; and

a database operably disposed on said server, said database configured to store transaction identifiers and their associated values in a manner such that a transaction identifier is usable to retrieve its associated value.

5   2 The gaming system of claim 1 further comprising a money redemption terminal in communication with said communication network, said money redemption terminal having a voucher reader configured to read indicia on a voucher and further configured to determine a transaction identifier from said read indicia and to receive an associated value from said server using said transaction identifier,

10   and to issue money or awards based on said retrieved value.

3   The gaming system of claim 1 wherein said exchange terminal further comprises a voucher reader adapted to read indicia on a voucher and is further configured to determine a transaction identifier from said read indicia and to

15   receive an associated value from said server using said transaction identifier, and authorize issuance of money or awards based on said associated value.

4 The gaming system of claim 1 wherein the transaction identification is at least partially encrypted.

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5 The gaming system of claim 1 wherein each of the player terminals is not enabled to accept cash from the player.

6 A method of operating a gaming system having games of chance, the method comprising:

generating a unique transaction identifier, said generating being done in a

5   player terminal or an exchange terminal;

associating said transaction identification with a value;

sending said transaction identification and said associated value to a server;

storing in a retrievable manner said transaction identification and said associated value using said transaction identification on a database on said server;

10   printing indicia on a voucher, said indicia indicating said transaction identification; and

enabling said voucher to be retrievable by a player.

7 The method of claim 6 further comprising:

15   receiving said voucher at a player terminal;

reading said indicia on said voucher;

determining said transaction identification from said indicia;

retrieving said associated value using said transaction identification; and

crediting said associated value on said player terminal for game play.

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8 The method of claim 7 further comprising configuring said player terminal to accept no cash.

9 The method of claim 6 wherein the indicia is at least partially encrypted.

10 A method of operating a gaming system, the method comprising:

accepting remuneration from a player, said remuneration not being accepted at a player terminal;

generating a unique transaction identifier, said generating being done in an exchange terminal;

associating said transaction identification with a value;

sending said transaction identification and said associated value to a server, said server having a database operably disposed thereon and configured to retrievably store said sent associated value using said transaction identification;

printing indicia on a voucher, said indicia indicating said transaction identifier;

issuing said voucher to said player;

receiving said voucher from said player at a player terminal;

reading said indicia on said voucher;

determining said transaction identification from said indicia;

retrieving said value using said transaction identification; and

issuing cash to said player based on said value.

11 The method of claim 10 wherein said indicia is at least partially encrypted.

12 A gaming system for playing games of chance using vouchers comprising:

means for generating a unique transaction identifier in player terminals and exchange terminals;

5   means for associating a transaction identifier and a value in player terminals and exchange terminals;

means for sending said transaction identification and said associated value to a server;

means for retrievably storing said transaction identification and said

10 associated value using said transaction identification on a database on said server;

means for printing indicia on a voucher, said indicia indicating said transaction identification; and

means for making said voucher retrievable by a player.

15 13 The gaming system of claim 12 further comprising:

means for receiving said voucher and reading said indicia on said voucher at a player terminal;

means for determining said transaction identification from said indicia;

means for retrieving said associated value using said transaction

20 identification; and

means for crediting said associated value on said player terminal for game play.

14 The gaming system of claim 12 where said player terminal cannot accept cash.

15 The gaming system of claim 12 where said indicia is at least partially

5 encrypted.

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